

# Crossing the Bridge between Similar Games

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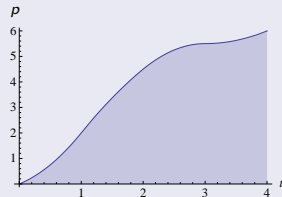
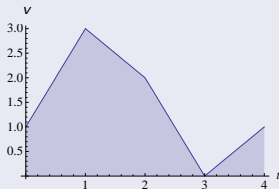
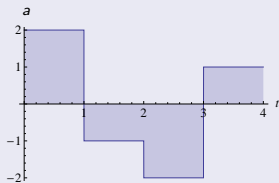
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- 2 Hybrid Systems and Simulation
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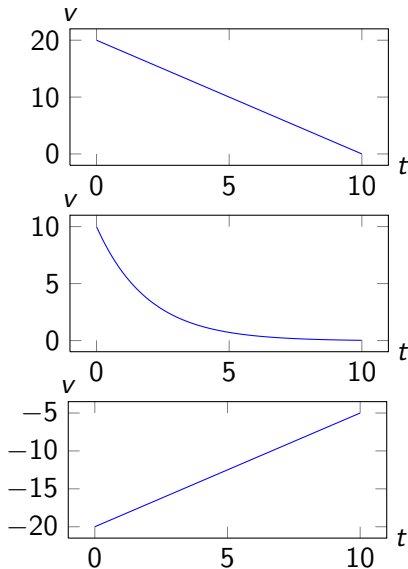
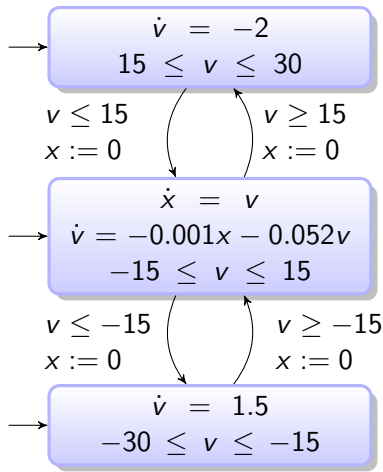
## Problem

### Hybrid System

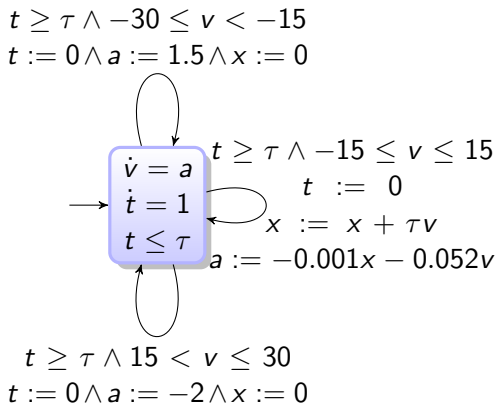
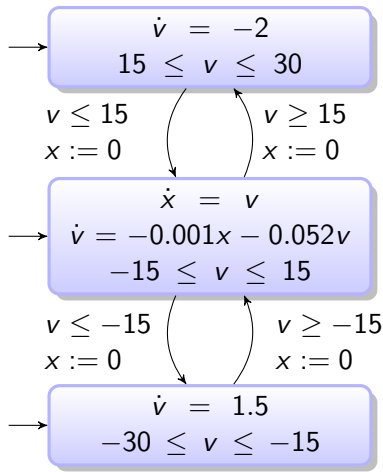
- Continuous evolutions (differential equations)
- Discrete jumps (control decisions)



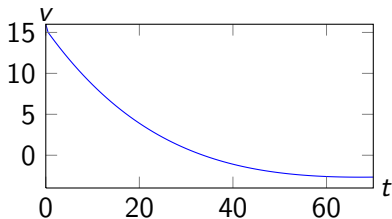
# Velocity Controller



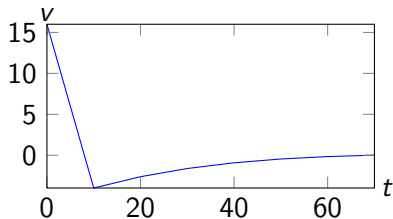
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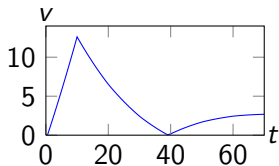
# Velocity Controller



Velocity (specification)

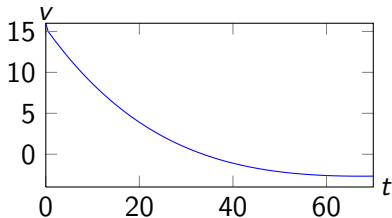


Velocity (implementation)

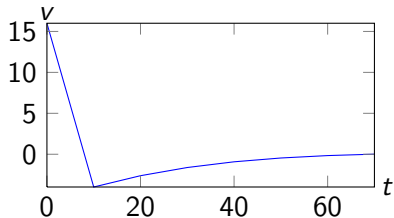


Velocity differences

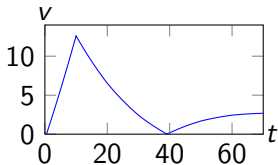
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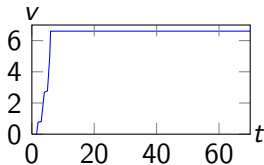
Velocity (specification)



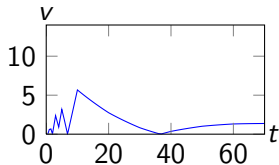
Velocity (implementation)



Velocity differences



Temporal differences



Velocity differences  
(retimed)



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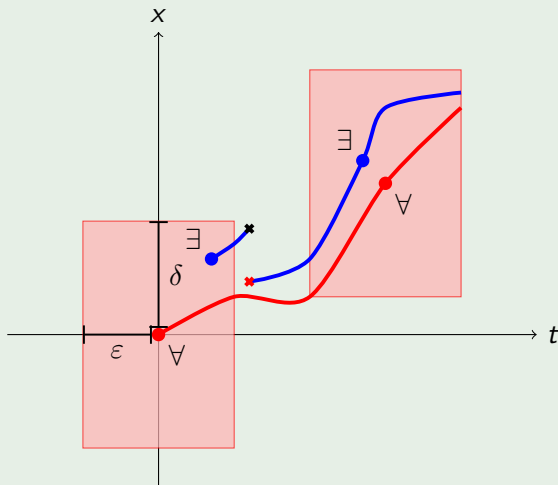
## Example

The graph illustrates a function  $x(t)$  plotted against time  $t$ . The function is represented by a continuous curve and a piecewise linear approximation. The approximation is defined by vertices marked with red 'x' symbols, connected by straight line segments. Black 'x' symbols are placed on the curve between the vertices of the approximation, indicating the points where the approximation is not exact.

# Illustration of the Similarity Notion



## Example

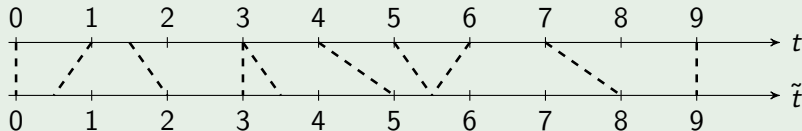


## Definition ( $\varepsilon$ -Retiming)

A left-total, surjective relation  $\mathfrak{r} \subseteq \mathbb{R}^+ \times \mathbb{R}^+$  is called  **$\varepsilon$ -retiming** iff

$$\forall (t, \tilde{t}) \in \mathfrak{r} : |t - \tilde{t}| < \varepsilon \wedge \forall (t', \tilde{t}') \in \mathfrak{r} : (t \leq t' \rightarrow \tilde{t} \leq \tilde{t}') .$$

## Example



## Definition

For two streams  $\sigma_i : \mathbb{R}^+ \times \mathbb{N} \rightarrow \mathbb{R}^p$  with  $i \in \{1, 2\}$ , given two non-negative real numbers  $\varepsilon, \delta$ , we say that  $\sigma_1$  is  $\varepsilon$ - $\delta$ -simulated by stream  $\sigma_2$  (denoted by  $\sigma_1 \sqsubseteq^{\varepsilon, \delta} \sigma_2$ ) iff there is a  $\varepsilon$ -retiming  $\tau$  such that

$$\forall (t, \tilde{t}) \in \tau : \|c(\sigma_1)(t), c(\sigma_2)(\tilde{t})\| < \delta$$

where for  $k \in \{1, 2\}$ :  $c(\sigma_k)$  is defined by  $c(\sigma_k)(t) := \lim_{q \rightarrow \infty} \sigma_k(t, q)$ .

## Definition

A hybrid system  $A$  is  $\varepsilon$ - $\delta$ -simulated by another system  $B$  (denoted by  $A \sqsubseteq^{\varepsilon, \delta} B$ ) iff **for all** input streams  $\iota_A$  and **for all** input streams  $\iota_B$   $\iota_A \sqsubseteq^{\varepsilon, \delta} \iota_B$  implies that **for all** output streams  $\omega_A \in \Xi(\iota_A)$  of  $A$ , **there is** an output stream  $\omega_B \in \Xi(\iota_B)$  of  $B$  such that  $\omega_A \sqsubseteq^{\varepsilon, \delta} \omega_B$  holds.

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## Definition (Syntax of $\mathcal{L}_{\text{H}}$ )

The basic formulas are defined by

$$\phi ::= x \in \mathcal{I} \mid f(x_1, \dots, x_n) \leq 0 \mid \neg\phi \mid \phi_1 \wedge \phi_2 \mid \phi_1 \mathbb{U}_{\mathcal{J}} \phi_2$$

where  $\mathcal{I} \subseteq \mathbb{R}$ ,  $\mathcal{J} \subseteq \mathbb{R}$ ,  $f$  is a Lipschitz continuous function and the  $x_i$  are variables.



## Definition (Valuation)

We define the valuation of a variable  $x$  at time  $t$  on a run  $\xi$  as

$$\zeta_{\xi}(t, x) := \lim_{n \rightarrow \infty} \xi(t, n)|_x ,$$

where  $y|_x$  denotes the projection of the vector  $y$  to its component associated with the variable name  $x$ .

## Definition (Semantics of $\mathcal{L}_{\text{B}}$ )

We define for a run  $\xi$  and some  $t \in \mathbb{R}^+$  the semantics of a formula  $\phi$  by:

- $\xi, t \models x \in \mathcal{I}$  iff  $\zeta(t, x) \in \mathcal{I}$
- $\xi, t \models f(x_1, \dots, x_n) \leq 0$  iff  $f(\zeta(t, x_1), \dots, \zeta(t, x_n)) \leq 0$

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- $\xi, t \models \neg\phi$  iff not  $\xi, t \models \phi$
- $\xi, t \models \phi \wedge \psi$  iff  $\xi, t \models \phi$  and  $\xi, t \models \psi$

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- $\xi, t \models \phi \mathbb{U}_{\mathcal{J}} \psi$   
iff  $\exists t' \in \mathcal{J} : \xi, \max\{t' + t, 0\} \models \psi$  and  $\forall t \leq t'' < t' + t : \xi, t'' \models \phi$

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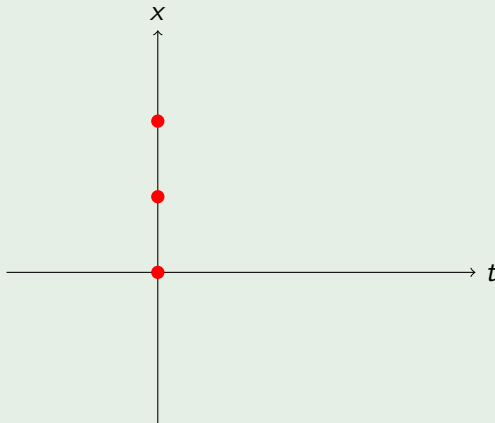
Additionally we define for a set of runs  $\Xi$ :

$$\Xi, t \models \phi \text{ iff for all runs } \xi \in \Xi \text{ holds } \xi, t \models \phi$$

A hybrid system  $H$  satisfies a formula denoted by  $H \models \phi$  iff  $\Xi_H, 0 \models \phi$ .

## Example

Formula:  $x \in \{0, 1, 2\}$

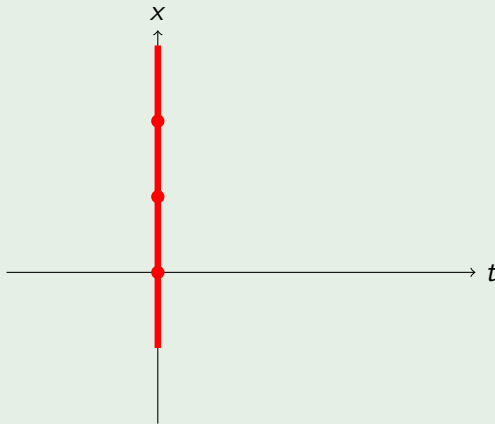


# Preservation (Informal)



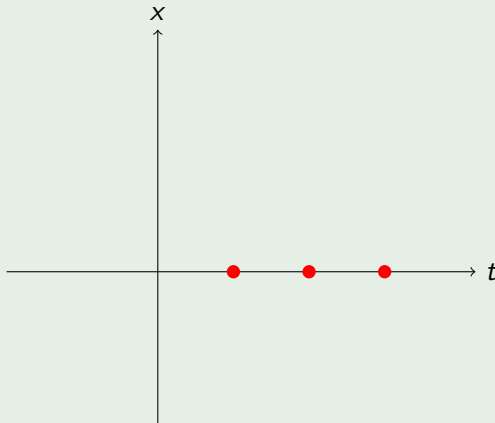
## Example

Formula:  $x \in \{0, 1, 2\}, \delta = 1 \leadsto x \in [-1, 3]$



## Example

Formula:  $\phi \mathbb{U}_{\{1,2,3\}} \psi$



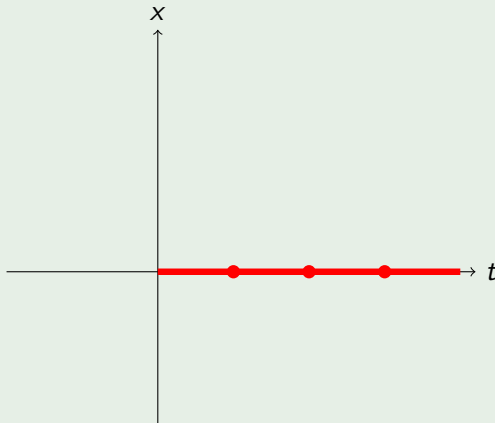


# Preservation (Informal)



## Example

Formula:  $\phi \mathbb{U}_{\{1,2,3\}} \psi, \varepsilon = 1 \leadsto \phi' \mathbb{U}_{[0,4]} \psi'$



## Theorem (Preservation of logical properties)

*If hybrid systems  $A$  and  $B$  satisfy  $A \sqsubseteq^{\varepsilon, \delta} B$  and  $B \models \phi$  then  $A \models \phi_{+\varepsilon}^{+\delta}$  where  $\phi_{+\varepsilon}^{+\delta} := re_{\varepsilon, \delta}(\phi)$  and  $re_{\varepsilon, \delta}$  is defined by:*

- $re_{\varepsilon, \delta}(x \in \mathcal{I}) := x \in \mathcal{I}'$ , where  $\mathcal{I}' = \{a \mid \exists b \in \mathcal{I} : a \in [b - \delta, b + \delta]\}$ .
- $re_{\varepsilon, \delta}(f(x_1, \dots, x_n) \leq 0) := f(x_1, \dots, x_n) - \delta \cdot M \leq 0$  where  $M$  is the Lipschitz constant for  $f$ .

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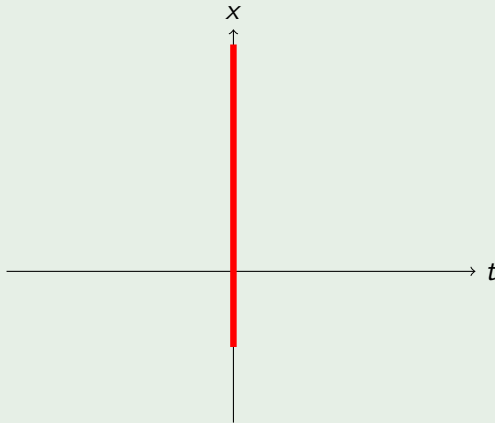
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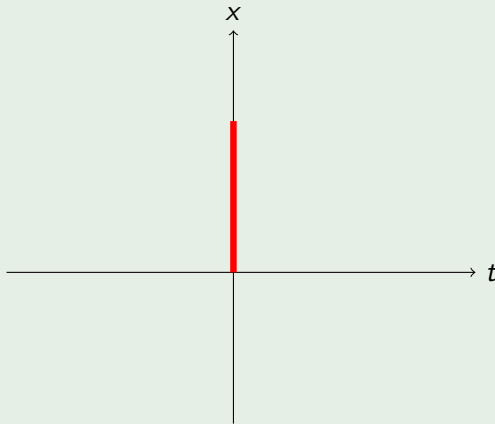
## Example

Formula:  $\neg x \in [-1, 3]$



## Example

Formula:  $\neg x \in [-1, 3], \delta = 1 \rightsquigarrow \neg x \in [0, 2]$



## Theorem (Preservation of logical properties)

*The transformation function  $ro_{\epsilon, \delta}$  is given by:*

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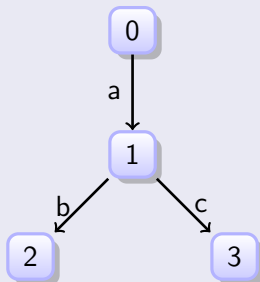
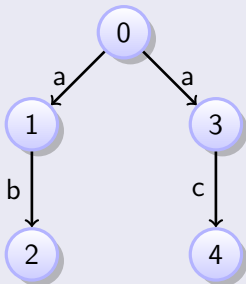
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## Observation

Simulations can be defined in terms of games.



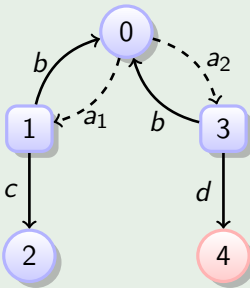
## Observation

Controller synthesis is a game as well, i.e. the question whether the controller can win against an malicious environment.

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## Example



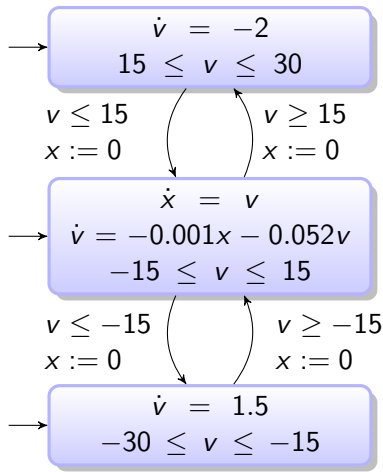
## Definition (Hybrid Game)

A *hybrid game*  $HG = (S, E_c, U_c, l)$  consists of

- a hybrid automaton  $S = (U, X, L, E, F, Inv, Init)$ ,
- a set of controllable transitions  $E_c \subseteq E$ ,
- a set of controllable variables  $U_c \subseteq U$ ,
- and a location  $l \in L$ .

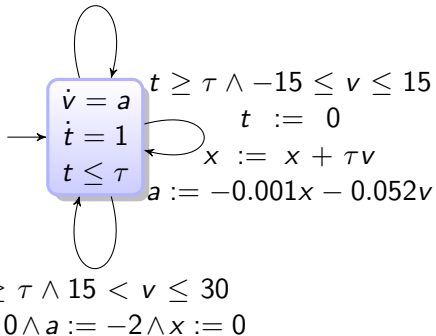
The environment wins, if it can force the game to enter the location  $l$  or if the controller does not have any more moves. The controller wins, if he can assert that the location  $l$  is avoided.

# Velocity Controller

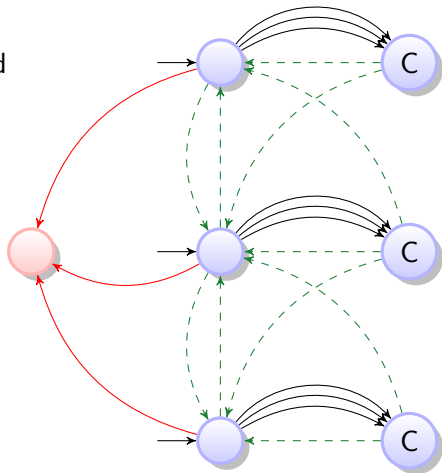
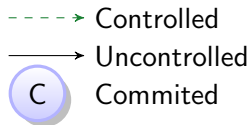


$$t \geq \tau \wedge -30 \leq v < -15$$

$$t := 0 \wedge a := 1.5 \wedge x := 0$$



# Velocity Controller (Game)



$$\begin{aligned}
 U_c &= \{s\} & \text{Invariant: } 0 \leq s \leq 2 \\
 \dot{v} &= -0.001x - 0.052v \rightsquigarrow \dot{v} = s \cdot (-0.001x - 0.052v) \\
 \dot{v} &= a \rightsquigarrow \dot{v} = (2 - s) \cdot a
 \end{aligned}$$

## Assumption

The systems that we compare are inputless, i.e.  $U = \emptyset$ .

## Theorem

*Given two hybrid systems  $A$  and  $B$ . If there is a winning strategy for the controller in the game  $(A \triangleleft B, E_c, \{s\}, \text{bad})$  then  $A \sqsubseteq^{\varepsilon, \delta} B$  holds.*

## Observation

If system  $B$  is deterministic and a retiming strategy is given, model checking can be used to show that the winning strategy exists.



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We ...

- ... defined a notion of similarity for hybrid systems.
- ... showed properties that are preserved by this notion.
- ... established the classical relation between simulations and games for this notion.
- ... established some preliminary results for solving these games.

